PHILIPS

DCC 300 Digital Compact Cassette Player

(GB) Instructions for Use

(F) Mode d'emploi

(D) Bedienungsanleitung

(NL) Gebruiksaanwijzing

(E) Instrucciones de manejo

(I) Istruzioni per l'uso

(DK) Brugsanvisning

(S) Bruksanvisning

(SF) Käyttöohje

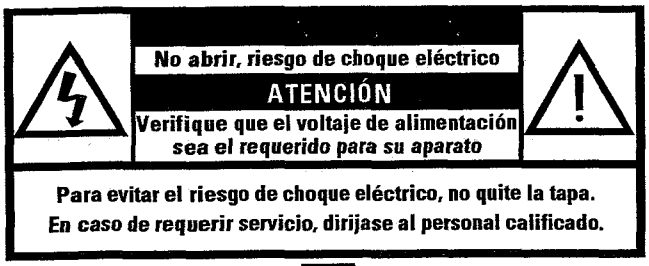
uso

g

j

PHILIPS

INDEX


No abrir, riesgo de choque eléctrico
ATENCIÓN
Verifique que el voltaje de alimentación
sea el requerido para su aparato
Para evitar el riesgo de choque eléctrico, no quite la tapa.
En caso de requerir servicio, dirijase al personal calificado.

NOM

GB English Page 4

F Français Page 21

D Deutsch Seite 38

NL Nederlands Pagina 55

E Español Página 72

I Italiano Pagina 89

DK Dansk Side 106

S Svenska Sida 122

SF Suomi Sivu 138

English

Dear customer!

Congratulations on purchasing this DCC 300. We have made use of our longstanding experience and have not spared the use of up-to-date technology, and thus succeeded in developing the DCC 300.

In 1963, PHILIPS launched the music cassette, which quickly conquered the world. In 1991, 2,6 thousand millions of cassettes and 180 millions of cassette recorders have been sold worldwide.

In the eighties, a new Audio system was invented - the CD. The CD (Compact Disc) revealed to you the new dimension of digital sounds and added to the pleasures of Audio.
Digital recordings on CD permit a high contrast in loud as well as in quiet passages with perfect channel separation. It is less sensitive to dirt and destruction, as the CD player is equipped with an error correction.

Philips has now further developed the music cassette - and the result is the DCC.
DCC (Digital Compact Cassette) fills the large gap between the music cassette and the compact disc. DCC is capable of being recorded on and played back just like the music cassette. The quality and the capacity is that of a CD. An additional advantage is that you can also play the 'normal' music cassette.

Please read the operating instructions carefully, to be able to enjoy the troublefree operation of the DCC 300 for a long time.

Fitting a mains plug (only for U.K.)

This apparatus is fitted with an approved moulded 13 Amp plug.
To change a fuse in this type of plug proceed as follows:

- Remove fuse cover and fuse.
- Fix new fuse which should be a BS1362 3 AMP, A.S.T.A. or BSI approved type.
- Refit the fuse cover.

If the fitted plug is not suitable for your socket outlets, it should be cut off and an appropriate plug fitted in its place.
If the mains plug contains a fuse, this should have a value of 3 A. If a plug without a fuse is used, the fuse at the distribution board should not be greater than 5 A.

Note:
The severed plug must be destroyed to avoid a possible shock hazard should it be inserted into a 13 A socket elsewhere.

How to connect a plug
The wires in the mains lead are coloured with the following code:
blue = neutral (N), brown = live (L).
As these colours may not correspond with the colour markings identifying the terminals in your plug, proceed as follows:

- Connect the blue wire to the terminal marked N or coloured black.
- Connect the brown wire to the terminal marked L or coloured red.
- Do not connect either wire to the earth terminal in the plug, marked E (or ⏚) or coloured green (or green and yellow).

Before replacing the plug cover, make certain that the cord grip is clamped over the sheath of the lead – not simply over the two wires.

Copyright:

Recording is permissible insofar as copyright or other rights of third parties are not infringed.

Only for U.K.:
Recording an playback of material may require consent. See Copyright Act 1956 and The Performer's Protection Acts 1958 to 1972.

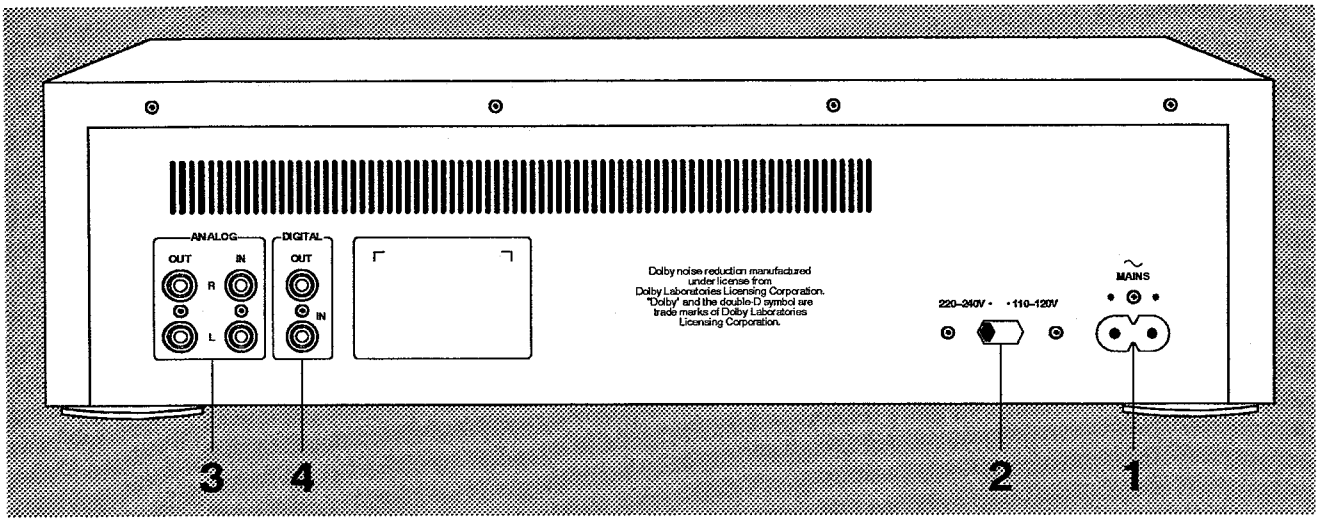
This product complies with the radio interference requirements of the European Community.

CONTENTS

GB

English

Chapter	Page
INSTALLATION AND CONNECTIONS	6
TABLE OF CONTROLS	7
CASSETTE	8
POWER ON/OFF and OPEN/CLOSE	9
PLAYBACK	10
SEARCH	10
PLAYBACK ADVANCED	11
RECORD	12
RECORD ADVANCED	13
TEXT / TIME / RESET	14
MARKERS	15
RENUMBER	16
REMOTE CONTROL	17
GENERAL INFORMATION	17
TECHNICAL DATA	18
TROUBLESHOOTING	19



Rear panel:

1 MAINS — Be sure to connect the unit to the correct mains voltage via the supplied mains cable.

2 VOLTAGE SELECTOR — Select the mains voltage corresponding to the local mains voltage (220-240 V, 110-120 V).

3 ANALOG IN — Input sockets (left/right) for an analog audio signal.

ANALOG OUT — Output sockets (left/right) of an analog audio signal.

4 DIGITAL IN — Input socket for a digital audio signal.

DIGITAL OUT — Output socket of a digital audio signal.

Installation:

WARNING
Do not connect the set to the mains until all other connections have been made and the mains voltage has been checked.

The type plate is located on the rear of the unit.

- Do not place the 'DCC 300' in humid, too warm or hot areas (e.g. on top of the amplifier), near magnetic fields (e.g. TV) or in dusty rooms, as this will reduce the life of the unit.
- When positioning the unit, put the 'DCC 300' on the bottom of the stack.
- Keep a free space of a few centimeters around the unit and do not cover any vents.
- After you have positioned the unit correctly, it has to adapt to the new ambient temperature. Leave the 'DCC 300' for about 30 minutes, to allow possible condensation water to evaporate.
  Failure to follow these instructions may cause damage to the electronics!
- Connect the units using the supplied cables as follows:

  ANALOG IN - Insert the red plug to the R socket and the other plug to the L socket of your 'DCC 300'. Insert the two other plugs to the corresponding sockets of the DCC output of your amplifier. You can also use the TAPE or AUX outputs of your amplifier.

  ANALOG OUT - Insert the red plug to the R socket and the other plug to the L socket of your 'DCC 300'. Insert the two other plugs to the corresponding sockets of the DCC input of your amplifier. You can also use the TAPE, CD, AUX or TUNER inputs of your amplifier.

  DIGITAL IN - Insert one plug of the cinch lead to the input socket of your 'DCC 300' and the other plug to the corresponding digital output socket of e.g. CD and DAT.

  DIGITAL OUT - This output supplies a digital signal via an electrical path; for this reason it can only be connected to a product with a digital input e.g. amplifier, DCC or DAT. Use a cinch lead (not supplied) with one cinch plug on either end.
- Select the local mains voltage at the rear of the 'DCC 300'.
- Connect the smaller plug of the supplied mains cable to the MAINS socket of the 'DCC 300' and the mains plug to the wall outlet.
- You can now start the operation. Enjoy yourself!

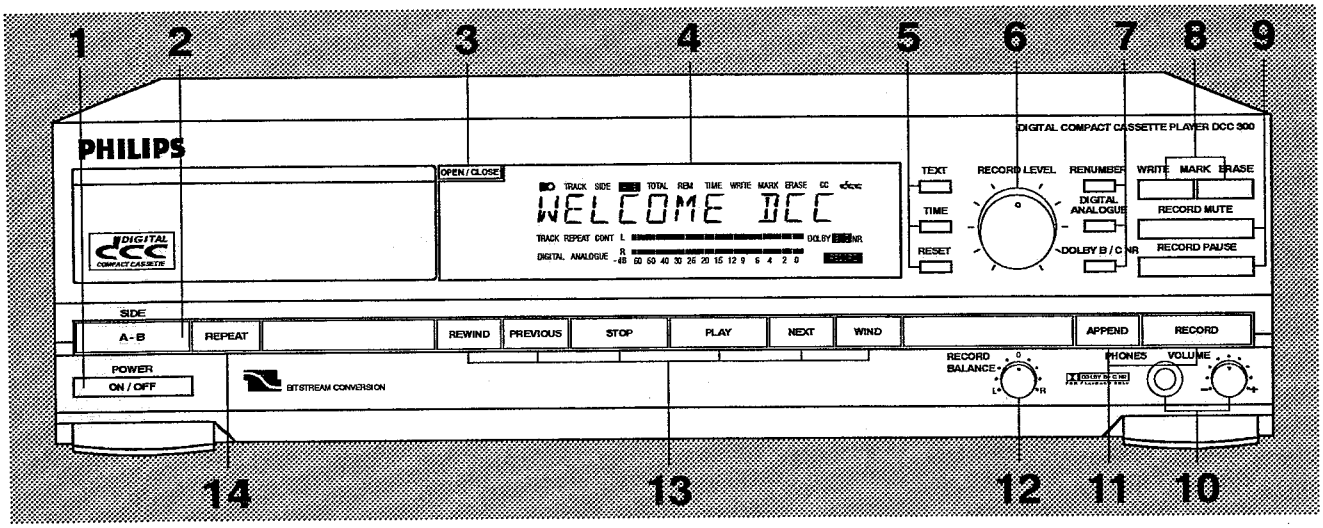
A few recommendations:

- If the unit is not used for some time, switch the unit off and pull the mains plug out. By doing this, you will protect it from lightning damage.
- When you pull the mains plug out, do not take it by the cable, but by the connector shell.
- When you have pulled the mains plug out, do not touch the two contact pins, as the 'DCC 300' needs a few seconds to discharge.

TABLE OF CONTROLS

GB

English



Front panel:

1 POWER ON/OFF — To switch the unit on and off.

2 SIDE A-B — To select side A or side B of the tape.

3 OPEN/CLOSE — To open and close the cassette compartment.

4 DISPLAY — To show various information at the display panel.

5 RESET — To reset the tape counter to '0000'.

TIME — To call the time information.

TEXT — To call text information.

6 RECORD LEVEL — To adjust the record level.

7 DOLBY B/C NR — To select the DOLBY NR functions.

DIGITAL ANALOGUE — To select the type of the recording input.

RENUMBER — To correct the sequence of tracknumbers.

8 WRITE MARK — To write various markers.

MARK ERASE — To erase various markers.

9 RECORD MUTE — To record 'digital silence'.

RECORD PAUSE — To interrupt the recording temporarily and to enter the RECORD PAUSE mode.

10 PHONES — Socket for headphone connection.

VOLUME — To adjust the volume when using headphones.

11 APPEND — To search a free position for recording. The unit searches a free position on the cassette, provided you have always been using the function APPEND for recording. When this free position is found, you can start recording.

RECORD — To record from your chosen audio source.

12 RECORD BALANCE — To adjust the balance during recording.

13 REWIND — To wind the tape backward.

PREVIOUS — To rewind the tape to the beginning of the current music track.

STOP — To stop the tape.

PLAY — To start playback.

NEXT — To wind the tape to the next music track.

WIND — To wind the tape forward.

14 REPEAT — To repeat the current track and to repeat the entire cassette.

English

Different types of cassettes

Available on the market are the

DCC (Digital Compact Cassette),

and the

ACC (Analog Compact Cassette), also called 'Music Cassette'.

In this instruction for use we are going to use the abbreviations **DCC** and **ACC**.

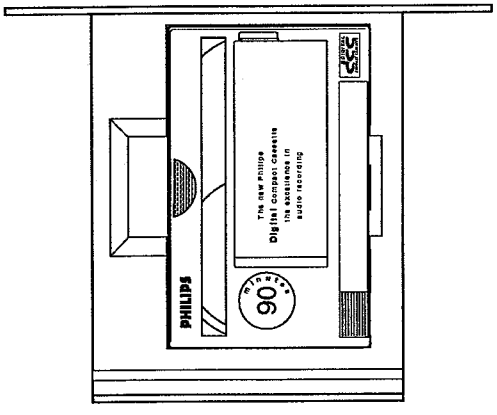
Both cassettes are available in various lengths and tape materials. The 'DCC' and the 'ACC' can be used in the 'DCC 300'. The 'DCC' has a cover designed for quick and easy handling. Always keep the 'DCC' and the 'ACC' in the cover after use to avoid damages.

The 'DCC' and the 'ACC' must not come into contact with dust or liquids, and must not be exposed to high temperatures and to magnetic fields (heaters, TV sets, transformers...). Do not push the tape protection of the 'DCC' aside, and avoid touching the tape of the 'ACC'.

DCC:

When inserting the 'DCC' please observe the following points:

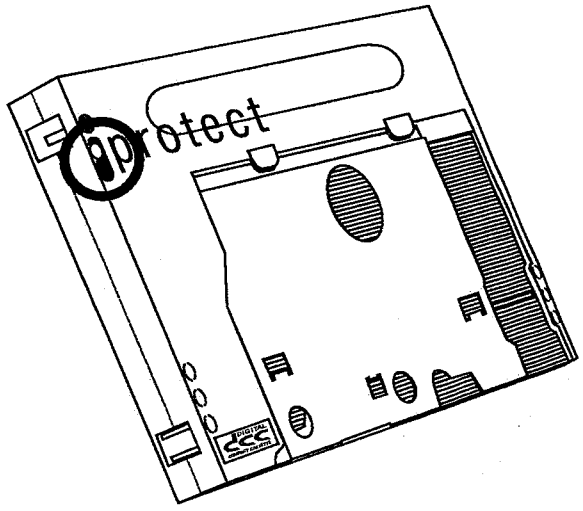
- Insert the 'DCC' lengthwise into the open tray.
- The inscription must be face up.
- The protective slider must be on the right side.



DCC prerecorded ... can be bought prerecorded in the shops and can only be played back. The prerecorded 'DCC' can display information like text, track numbers, playing times and tape counter.

DCC user-recorded ... the recording will be made by yourself. The user-recorded 'DCC' can display information like track numbers, playing times and tape counter.

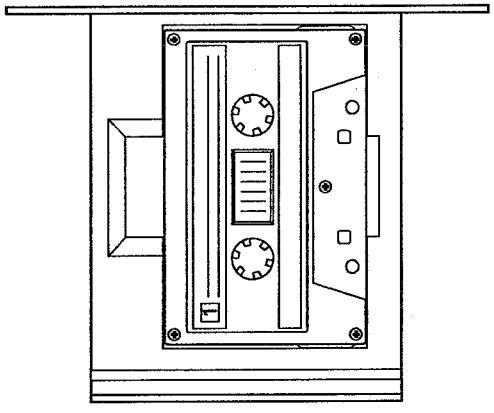
To protect the 'DCC' from re-recording, activate the record protection by pushing the red button up.



ACC:

When inserting the 'ACC' please observe the following points:

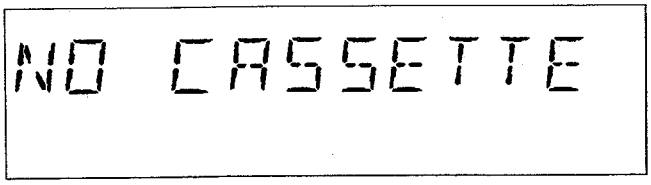
- Insert the 'ACC' lengthwise into the open tray.
- The inscription must be readable from the right side.
- Make sure that the ACC is not dirty or damaged as this could affect the operation of the unit.



ACC ... has been recorded with an 'analog cassette recorder' and can only be played back on the 'DCC 300'. The 'ACC' can only display the tape counter.

Press the **POWER ON/OFF** key to switch the unit on.
After being switched on, the unit checks if a tape has been inserted.

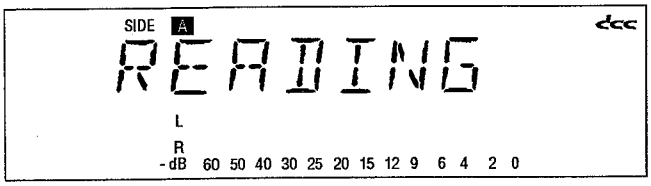
If the unit does not find a cassette, the display panel shows:

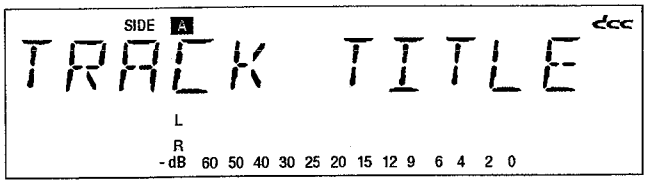


Press the **OPEN/CLOSE** key to open the tray and insert a cassette.
Close the tray by pressing **OPEN/CLOSE** again. You can also close the tray by a short slight pressure to its front.

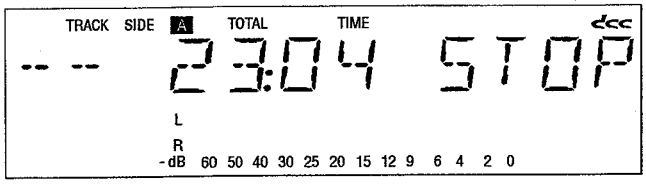
After the tray has been closed, the unit reads and stores the text and time information of the inserted cassette.

If the unit finds a pre-recorded DCC, the display panel shows for instance:

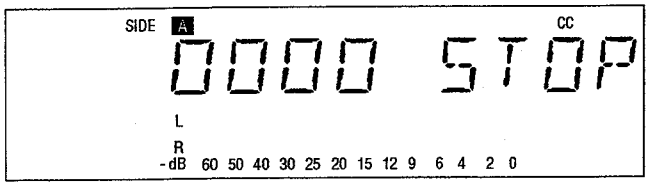




If the unit finds a user-recorded DCC, the display panel shows for instance:



If the unit finds an 'ACC', the display panel shows for instance:



The unit can be switched to 'STANDBY' by pressing the STANDBY key (only on the remote control).

Pressing one of the basic functions on the unit or on the remote control cancels the 'STANDBY' and reactivates the unit:

OPEN / CLOSE,
PLAY,
STOP,
NEXT,
PREVIOUS,
WIND,
REWIND.

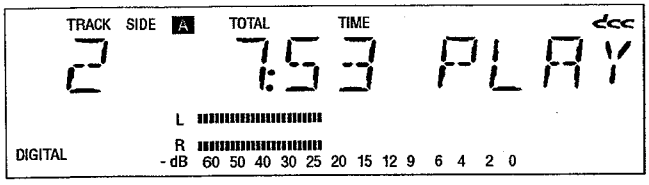
When you switch the unit off, the tape information of the cassette (various texts and times) are erased from the unit's memory. When you switch it on again, the tape information is re-read.

Notes:
The instruction to open can be given from any function with the exception of 'RECORD' and 'RENUMBER'.
While the tray is opened or closed, the display panel shows 'OPEN' or 'CLOSE'.

If a rewound DCC is inserted, the unit automatically searches the beginning of the first music track.

English

- Switch the unit on.
- Open the cassette compartment.
- Correctly insert the cassette.
- Close the cassette compartment.
- The unit automatically identifies the new cassette.
- Press the **PLAY** key to start the playback.
  The display panel shows for instance:



- To stop the playback, press the **STOP** key.
- Open the cassette compartment.
- Take the cassette out.
- Close the cassette compartment.
- Switch the unit off.

You can find detailed information in the chapter 'PLAYBACK ADVANCED'.

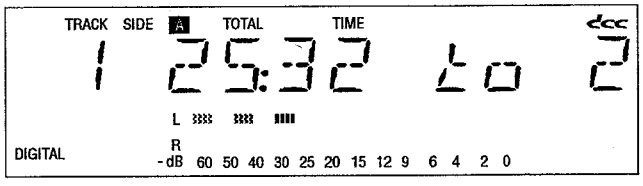
Track search run

With the keys **PREVIOUS** and **NEXT** you can wind forward or backward to the required music track.
If one of the two keys is pressed several times, the forward or backward step increases by one music track for each depression of the key.

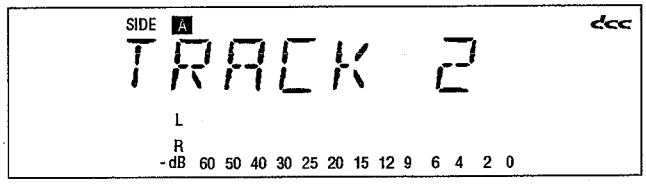
Choose this function in 'STOP' while the text indication is being selected. The required track is marked. Press the **PLAY** key to select the marked track and start playback.

If you choose this function in 'PLAY', the required track is selected and played.

- If you press the **PREVIOUS** or the **NEXT** key with a 'prerecorded DCC', the new music track will show on the display panel.
  If the time indication has been selected, the display panel shows for instance:

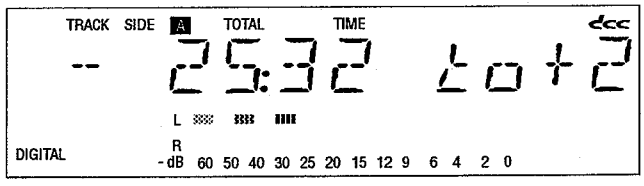


  If the text indication has been selected, the display panel shows for instance:



- If you choose this function with an ACC, there must be a silent passage of 4 seconds between the tracks, otherwise this function will not work correctly.

If the unit knows the number of music tracks (DCC), the newly selected track cannot be higher than the highest possible on the cassette. If the current track number is not known the display indicates the backwards or forwards step, e.g.:



During the PREVIOUS and NEXT function, the unit automatically responds to different markers on the tape and to the beginning and the end of the cassette (for better understanding see chapter 'MARKERS').

Winding / finding a music part

With the **REWIND** and **WIND** keys, you can wind the cassette to the beginning or the end of the side with max. speed (in 'STOP').

In 'PLAY' you can find a particular part of a music track.

Note: Regardless on which side of the cassette you are on, the tape always plays forward when the **WIND** key is pressed.

- If the **REWIND** or the **WIND** key is called from 'STOP', the tape is wound backward or forward.
- If the **STOP** key is pressed while the tape is being wound forwards or backwards or if the cassette is wound to the end of a side, the unit is switched to 'STOP'.
- If the **REWIND** or **WIND** key is pressed in 'PLAY', the tape is wound in the corresponding direction as long as you keep the key pressed. When you release it, 'PLAY' is resumed.

During this function, the unit automatically responds to different markers on the tape and to the beginning and the end of the cassette (for better understanding see chapter 'MARKERS').

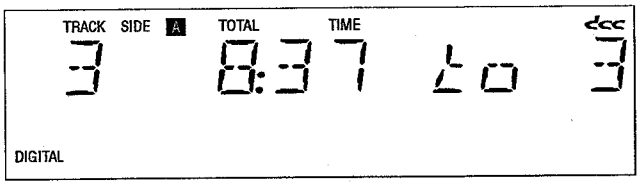
To select the side

You can select the side of the cassette by pressing the **SIDE A-B** key.
This function can only be selected in 'STOP', 'PLAY', 'WIND' and 'REWIND'.

1. To repeat the current music track

- Press the **PREVIOUS** key.
  The tape is wound back to the beginning of the current music track.
- In 'PLAY', playback of the current music track starts immediately.
- In 'STOP', you have to start playback of the current music track with the **PLAY** key.

The display shows for instance:



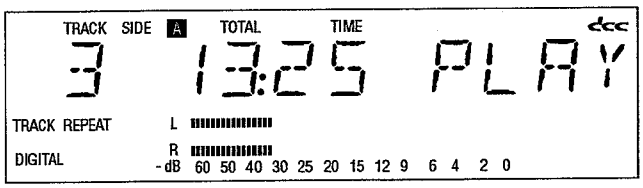
2. Repeat in 2 different modes

The **REPEAT** key can only be pressed in 'PLAYBACK' and 'STOP' and switches between 2 different repeat modes. By pressing the same key once again, the next mode is called.

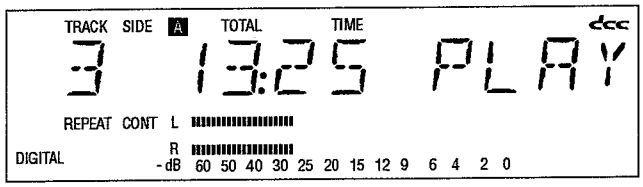
Example:

OFF → TRACK REPEAT → REPEAT CONT → OFF

- Off (no indication)
- Press the **REPEAT** key (= TRACK REPEAT).
  After the playback has finished the unit repeats the current music track until you stop this function (works only with 'DCC').
  The display shows for instance:



- Press the **REPEAT** key again (= REPEAT CONT).
  The unit repeats the entire cassette without interruption until you stop this function.
  The display shows for instance:



- Press the **REPEAT** key again (= STOP).

English

3. Dolby Noise Reduction (NR)

Dolby only works with ACC

With the **DOLBY B/C NR** key you can choose between 2 different modes. Either 'DOLBY B' or 'DOLBY C'. To call the next mode, press the same key again.

Example:

OFF → DOLBY B → DOLBY C → OFF

'DOLBY NR' is a noise reduction system, which can suppress tape hiss. If the 'ACC' has been recorded with 'DOLBY B', it should also be played back with 'DOLBY B'.

Dolby noise reduction system manufactured under license from Dolby Laboratories Licensing Corporation. 'DOLBY NR' and the double D symbol ⧈ are trademarks of Dolby Laboratories Licensing Corporation.

4. Markers

During 'PLAYBACK' the unit automatically responds to various markers and to the beginning of the cassette (for better understanding see chapter 'MARKERS').

5. Headphones

The 'DCC 300' has a headphone connection at the front, suitable for 6,3 mm 'JACK PLUG'. If your headphones are equipped with such a plug, you can connect it to the jack. Adjust the volume by means of the **VOLUME** adjusting knob.

Remember: The prerecorded DCC and the ACC can not be used for recording!

There are two different ways to start the recording. The following is the easier method.

We advise to use the following method if you want to
- make a recording on a blank DCC,
- resume a recording on a partially recorded DCC,
- completly overwrite an already recorded DCC.

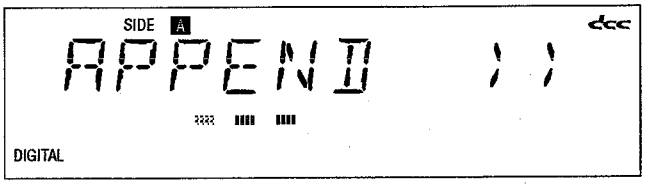
This procedure will ensure the correct recording of time and tracknumbers on the tape.

The two major controls that are used to make a recording are the **APPEND** and **RECORD** keys.

- Switch the unit on.
- Open the cassette compartment.
- Correctly insert the cassette.
- Close the cassette compartment.
- The unit automatically identifies the inserted cassette.

- Press the **APPEND** key.

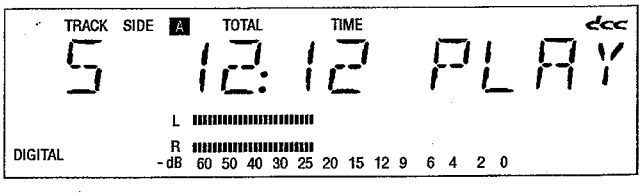
  The 'APPEND' function can only be called from 'STOP' or 'RECORD PAUSE' mode.
  The deck searches for the start of the tape or for the end of the last recording.
  The display shows:

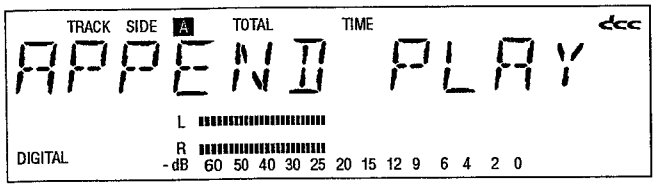


- If the 'DCC' is new or blank, the unit rewinds to the beginning of the cassette, to write a 'LEAD IN MARKER' (see chapter 'MARKERS') on the tape.

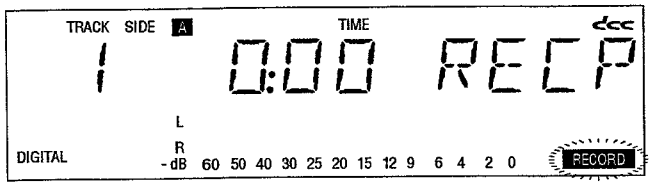
- If you want to overwrite a 'DCC', the tape has to be rewound to the beginning (before the 'LEAD IN MARKER') before you press the **APPEND** key (see chapter 'MARKERS').

- If you want to add a recording to a partially recorded DCC make sure that the tape is not at the very beginning but after the 'LEAD IN MARKER' before you press the APPEND key (see chapter 'MARKERS').
  When a suitable position has been found, the unit plays the last few seconds of the previous recording. This function permits you to control the position.
  If the position is not the desired one, press again the **APPEND** key.
  The display shows for instance:





- The unit is then switched to 'RECORD PAUSE'. The display shows for instance:



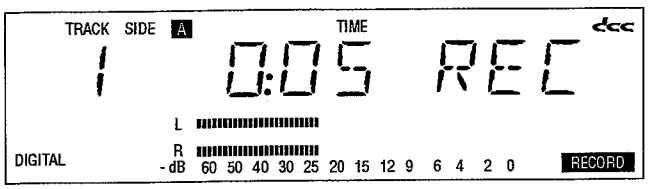
- Select the recording source.
  With some amplifiers it is possible that there will be a whistling sound in 'RECORD PAUSE' position. To avoid this noise, you can select the recording source before you press the **APPEND** key. In this case you cannot listen to the last few seconds of the previous recording.

- By pressing the **DIGITAL ANALOGUE** key you can choose the type of the recording source, from which you want to record (digital or analogue signals).
  The change-over can be carried out in any function, except during a recording.

  If the analog input is selected, it has to be manually adjusted by means of the **RECORD LEVEL** adjusting knob. Set the **RECORD LEVEL** knob so that the red part of the level control briefly lights up only during dynamic passages.

  It is recommended always to use the digital input when it is available. You then do not have to adjust the recording level and recording of correct tracknumbers will take place automatically.

- From this position, you can use the **RECORD** key to start a recording.
  At the beginning of the recording, a 'START MARKER' is automatically written (see chapter 'MARKERS).
  The time is constantly recorded and the track number automatically increased by one.
  The display shows for instance:



- To stop the recording for a short time, press the **RECORD PAUSE** key.
  By pressing the **RECORD** key again, the recording is resumed.

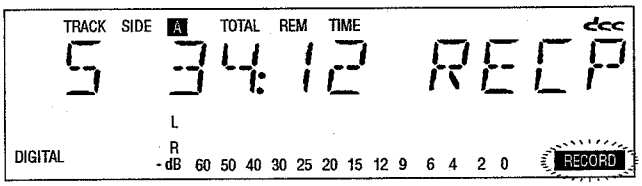
- To stop the recording, press the **STOP** key.
  The actual recording stops immediately. The deck continues to write a marker for a short period to mark the end of the last recording.

1. To start a recording from the 'RECORD PAUSE' mode

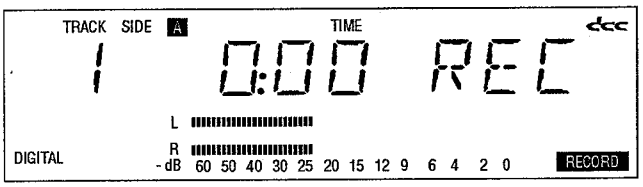
We advise to use the following method if you want to make a recording on a specific location of the tape (e.g. overwriting one track).

- Find first the position on the cassette from where you want to continue recording.

- Press the **RECORD PAUSE** key to enter the 'RECORD PAUSE' mode.



- Press the **RECORD** key.
  The display shows for instance:

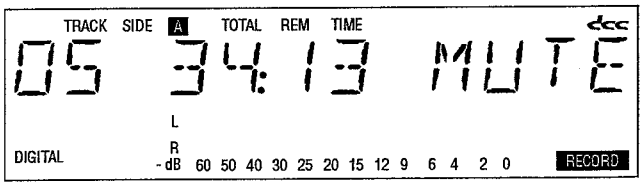


- A 'START MARKER' is automatically written at the beginning of the recording (see chapter 'MARKERS').

- If the previous track number is known, the new track number is correctly recorded.
- If the previous track number is not known, '---' is shown. In this case, please refer to chapter 'RENUMBER'

2. Record muting (recording a digital silence)

- If you press the **RECORD MUTE** key during 'RECORD' or in 'RECORD PAUSE' the recording is muted for 3 seconds. Then the unit switches to 'RECORD PAUSE' mode. The tracknumbers do not increase during these 3 seconds but the time counting continues. Use this function to obtain a pause of 3 seconds between the tracks.
  The display shows for instance:



3. Markers

During 'RECORD' the unit automatically responds to various markers and to the beginning and the end of the cassette (for better understanding see chapter 'MARKERS').

English

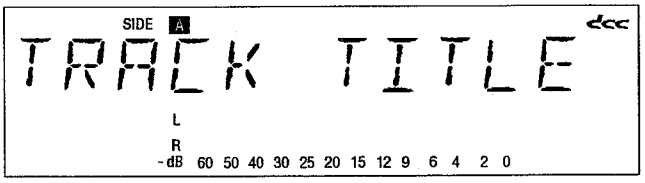
4. General

- Track and time information will not be recorded when the recording is done in the middle of a blank area on the tape with the use of the **RECORD PAUSE** key. A correction of the tracknumbering with **RENUMBER** is not possible (see chapter 'RENUMBER').
- To correct possible mistakes on the display, press **RENUMBER** key after the last recording (see chapter 'RENUMBER').
- For a precise record control, reset the tape counter to '0000' by pressing the **RESET** key.
- During 'RECORD PAUSE', the unit constantly tests the input signals. The copy protection is only tested when 'DIGITAL' has been selected. If the chosen record source is copyrighted, recording cannot be started (see also 'TROUBLESHOOTING').
- If 'DIGITAL' has been selected, the unit checks if a digital source has been connected. If the digital source is missing1 (e.g. bad cable connection), recording can not be started.

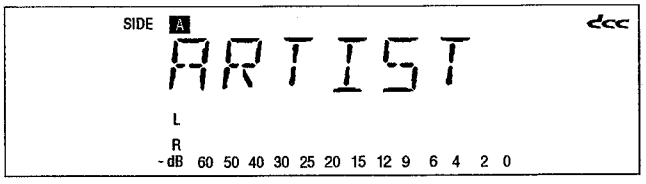
Text

The text information can only be called with a 'prerecorded DCC'.

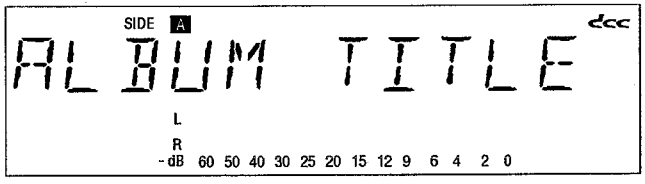
- If you press the **TEXT** key, the display shows for instance:



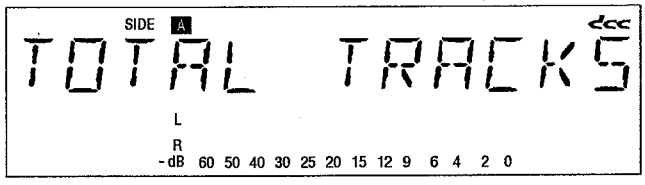
- If you press the **TEXT** key again, the display shows for instance:



- If you press the **TEXT** key again, the display shows for instance:



- If you press the **TEXT** key again, the display shows for instance:



Time

The 'DCC 300' takes the time in 3 different ways. By pressing the **TIME** key, you can successively call the following time information.

TIME	... shows you the period from the beginning of the track to the current position in minutes and seconds.
TOTAL TIME	... shows you the period from the beginning of the cassette to the current position in minutes and seconds.
TOTAL REM TIME	(only for DCC pre-recorded) ... shows you the period from the current position to the end of the cassette in minutes and seconds.
COUNTER	... shows you the period from the beginning of the cassette to the current position revs.
REM TIME	... shows you the period from the current position to the end of the side in minutes and seconds. This information can only be called during 'RECORD' or in 'RECORD PAUSE'.

Reset

Pressing the **RESET** key resets the counter to '0000'. When the display is not in the counter mode at the moment this key is pressed, it will show the counter setting 0000 for a few seconds and then return to the original display mode.

Markers are special signals on the DCC tape, marking certain positions. Markers can be set automatically or manually. No makers can be set on an 'ACC'.

The most frequent markers are:

- START MARKER
- REVERSE MARKER
- NEXT SIDE MARKER

Start marker

A 'START MARKER' marks the beginning of a music track. If this marker is written, you can easily find the beginning of the required music track.

- When you start recording, a 'START MARKER' is automatically set.

- To manually write a 'START MARKER' press the **WRITE MARK** key during playback or recording. It will mark the beginning of a music track.

Caution: When you write a 'START MARKER', the tracknumbering will no longer be correct. By pressing the **RENUMBER** key you can include the new marker into the tracknumbering.

Reverse marker

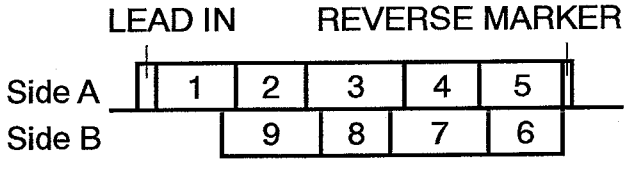
A 'REVERSE MARKER' marks the end of the last music track on this side.

You notice that there is no more room on the current side for the next music track (e.g. no.6) and you therefore want to change the side.

- Interrupt the recording by pressing the **RECORD PAUSE** key.

- Press the **SIDE A-B** key.
  The unit writes a 'REVERSE MARKER' and **immediately changes the side**. The tape will **not** be wound to the beginning of side B (see illustration).

- Continue recording by pressing **RECORD** key.
  The continued recording will be included in the tracknumbering as track no. 6.



'LEAD IN' marks the beginning of the tape on side A.

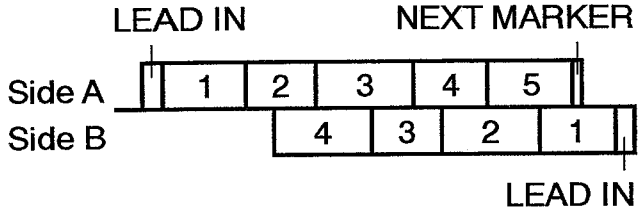
English

Next marker

A 'NEXT MARKER' marks the end of the last music track on this side.

You notice that there is no more room on the current side for the next music track (e.g. no. 6) and you therefore want to continue the recording at the beginning of the second side.

- Interrupt the recording by pressing the **RECORD PAUSE** key.
- Press the **WRITE MARK** key to write a 'NEXT MARKER'. The unit writes a 'NEXT MARKER', winds to the end of the tape, changes the side and writes a 'LEAD IN MARKER' (see illustration).
- Continue recording by pressing the **RECORD** key. The continued recording will be included in the track-numbering as track no. 1.



'LEAD IN' marks the beginning of the tape on side A and side B.

Marker erase

- Find the marker to be erased using the display.
- Press the **MARK ERASE** key just before or on the marker to be erased.

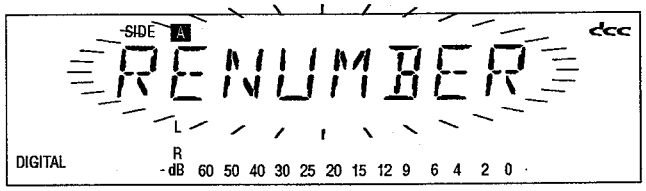
  The unit erases the selected marker.

  If the unit does not find a marker within 2.5 seconds, it switches to the previous mode ('PLAY' or 'STOP').
- After you have erased a marker the sequence of tracknumbers has been changed. Press the **RENUMBER** key to correct the tracknumbering.

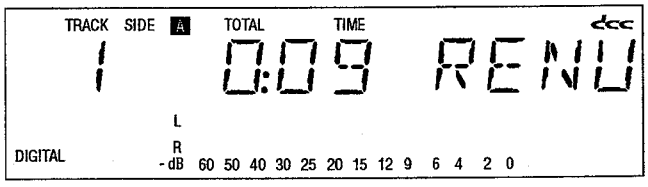
Select the 'RENUMBER' function to update the sequence of tracks of the 'DCC', when the correct sequence of tracknumbes has been changed due to adding an extra startmarker or erasing a startmarker.
Caution: This process may take a few minutes.

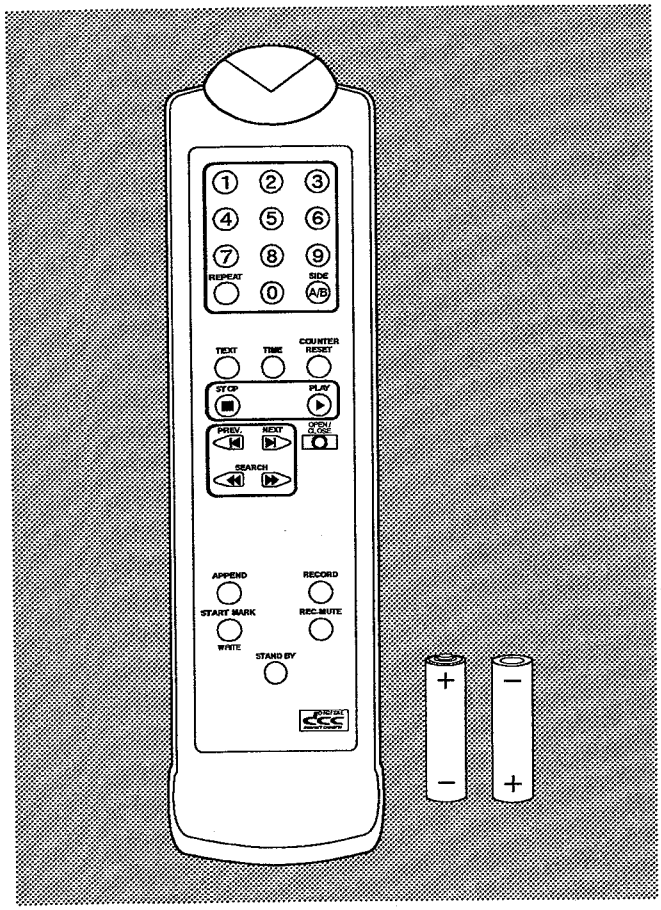
- Press the **RENUMBER** key only for 'DCC user-recorded'. The unit winds to the beginning of side A and then checks both sides for their tracknumbers. If a tracknumber is incorrect or if a marker is badly set, they are corrected. The unit winds to the beginning of the first music track on side A and switches to 'STOP'.
  This function should not be interrupted.
  The audio signal is muted.

  While the cassette is being rewound to the beginning, the display panel shows:



If the unit began with the function 'RENUMBER', the display shows for instance:





The keys on the remote control have the same functions as the corresponding ones on the 'DCC 300'.
Exception: SEARCH = WIND and REWIND

Extra keys

0-9 digit keys	To select directely tracknumbers (only functional when using a 'DCC').
STANDBY	To select the 'STANDBY' mode.

Batteries

- Open the battery compartment and insert two batteries as indicated, type R03, UM-4 or AAA-cells.
- Remove the batteries when they have run down or when they will not be used again for a long period.

Maintenance

- Pull the mains plug out.
- Clean the 'DCC 300' with a damp cloth.
- Clean reflecting surfaces (e.g. the display panel or the head of the remote control) with a gentle window cleanser.

Cleaning cassettes

- In principle there is no need to clean the head of your DCC player if you use only DCC cassettes.
  The use of conventional compact cassettes of inferior quality may leave dirt on the DCC head. This can affect the sound quality of DCC cassettes.
- Special DCC cleaning cassettes are available to clean the DCC head.
- It is strongly advised not to use conventional compact cleaning cassettes as they will not clean the DCC head well enough.

Only use special 'DCC cleaning cassettes' for your 'DCC 300'!
Do not use demagnetizing cassettes!

Problems with the whole system

If a fault occurs, read the points below before taking your 'DCC 300' for repair.

Electrostatic charge may cause unexpected symptoms, e.g. the unit does not respond to any command.

To reset the unit:
- Switch off the power by pressing the **POWER ON/OFF** key.
- Switch on the power again after a few seconds.

WARNING
If these remedies fail to help, consult your dealer. Under no circumstances should you try to repair the unit yourself as that would invalidate the guarantee.

(GB) TECHNICAL DATA

English

(subject to modification)

Inputs

Digital In:

AES/EBU format:	according IEC958
sampling frequency:	32 / 44.1 / 48 kHz
unbalanced cinch:	75 Ohm

Analog In:

cinch:	unbalanced
input impedance:	50 kOhm
sampling frequency:	44.1 kHz
input sensitivity:	150 mVrms
max. input voltage:	2,5 Vrms

Outputs

Digital Out:

AES/EBU format:	according IEC958
sampling frequency:	32 / 44.1 / 48 kHz
unbalanced cinch:	75 Ohm

Analog Out: **DCC playback**

output voltage:	2 Vrms +/- 2 dB
frequency response:	20 Hz...20 kHz +/- 0,5 dB
channel separation:	88 dB (1kHz)
THD+N:	86 dB (1 kHz)
SNR:	90 dB
wow and flutter:	quartz crystal precision

Analog Out: **ACC playback**

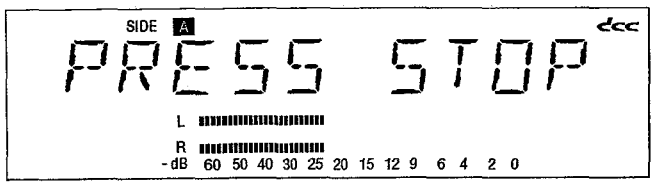
output voltage:	0,8 Vrms +/-50 mVrms at 200 nW/m
frequency response:	40 Hz ... 14kHz (<3 dB)
channel separation:	26 dB (related tracks)
THD:	2 %
SNR:	Dolby OFF 55 dB Dolby B 64 dB Dolby C 73 dB
wow and flutter:	0,2 %

Headphone Out: **DCC playback**

output power:	48 mW / 600 Ohm
frequency response:	20 Hz...20 kHz +1 dB -2 dB
channel separation:	75 dB (1 kHz)
SNR:	86 dB

What appears to be a malfunction may not always be serious. Make sure first ...

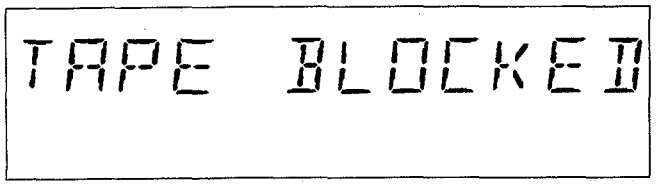
1.



Cause: You have pressed a key during a function which can not respond to this key.

Solution: Press the **STOP** key.

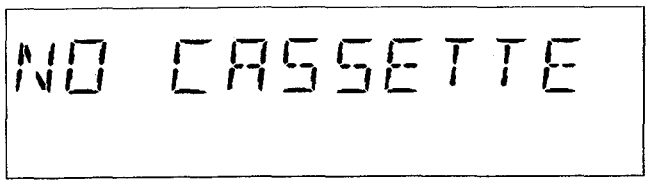
2.



Cause: For some reason, the compartment cannot be openend or closed (e.g. cassette not correctly inserted, compartment touched an object when it was opened).

Solution:
- Be sure to correctly insert the cassette in the cassette compartment.
- Ensure that the compartment has sufficient clearance for opening and closing.

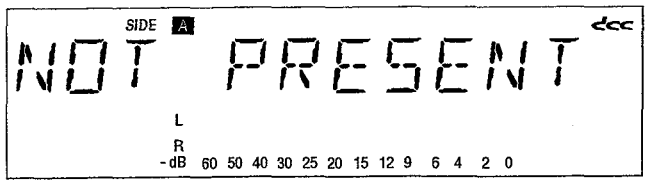
3.



Cause: The compartment has been closed without containing a cassette.

Solution: Close the compartment after you have inserted a cassette.

4.



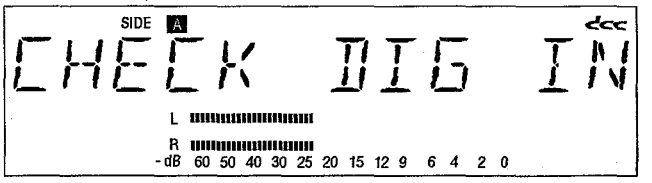
Cause: The selected track number does not exist.

Solution: Enter an existing track number.

Cause: The required music track does not exist, playback is continued.

Solution: Select another music track.

5.



Cause: The CD player does not send any signal in 'STOP' mode.

Solution: Set the CD player into 'PAUSE' mode.

Cause: The digital source has failed (i.e. loosened cable), the unit is switched to STOP.

Solution: Check the connections and try again.

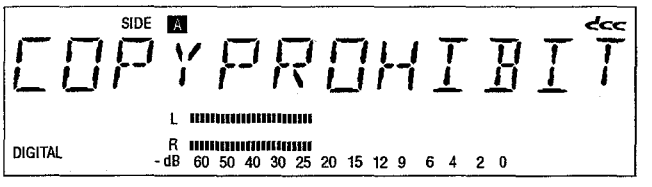
Cause: 'Digital' has been selected at the unit. If the digital source is missing, recording can not be started.

Solution: Check the connections and try again.

Cause: Some CD players do not send a digital signal according to EBU standard.

Solution: Contact the corresponding service organisation for your CD player.

6.



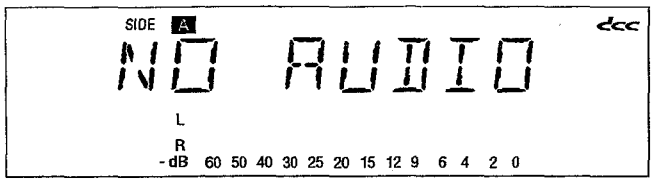
Cause: The copy protection has detected that this recording is not permitted (record source copyrighted).

The 'DCC 300' operates with a Serial Copy Management System, which includes that a fully digital copy can be made from prerecorded digital material **but only** directly from the original material.

Solution: Recording can only be made via the analogue in and output sockets.

English

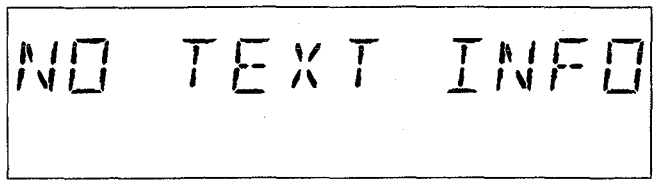
7.



Cause: You have inserted a data cartridge. The unit is switched to 'STOP'.

Solution: Insert a music cassette in the compartment.

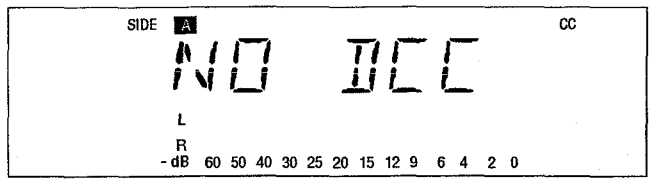
8.



Cause: There is no text information.

Solution: You have inserted a cassette in the compartment, which does not contain any text information.

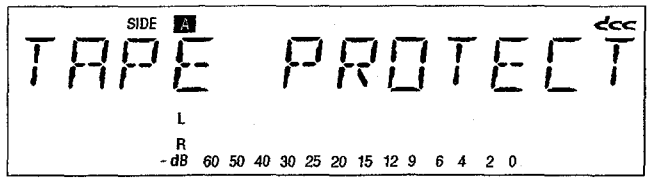
9.



Cause: You have tried to start recording with an 'ACC'.

Solution: Insert a 'DCC' into the tray.

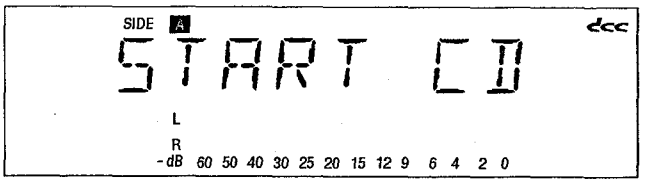
10.



Cause: You have tried to start recording with a recording protected cassette.

Solution: Push the red button on the user-recorded DCC down (towards protective touch slider).

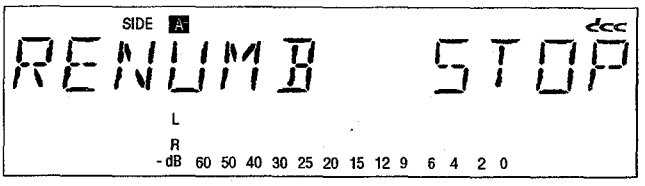
11.



Cause: The CD player does not send any signal in 'STOP' mode.

Solution: Set the CD player into 'PAUSE' mode.

12.



Cause: The 'DCC' was not recorded by using the 'APPEND' function. Therefore 'RENUMBER' is not possible.

Solution: Please use for future recordings the 'APPEND' function.